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Tang, Y.Y.; Li, T.; Lee, S.-W.;
Document Analysis and Recognition, 1993., Proceedings of the Second International Conference on
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☐ 2. **Parallel radix 4 FFT algorithms on an eight-neighbor processor array**
Tanno, K.; Takeda, T.; Horiguchi, S.;
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Lin, S.-H.; Kung, S.;
Application-Specific Array Processors, 1993. Proceedings., International Conference on
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☐ 5. **A parallelizing method for implementing image processing tasks on SIMD linear processor arrays**
Kyo, S.; Okazaki, S.; Fujita, Y.; Yamashita, N.;
Computer Architecture for Machine Perception, 1997. CAMP '97. Proceedings Fourth IEEE International Workshop on
20-22 Oct. 1997 Page(s):180 - 184

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☐ 6. **Real time skin-region detection with a single-chip digital camera**
Kleihorst, R.; Mi-Suen Lee; Abbo, A.; Cohen-Solal, E.;
Image Processing, 2001. Proceedings. 2001 International Conference on
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☐ 7. **Retargeting sequential image-processing programs for data parallel execution**
Baumstark, L.B., Jr.; Wills, L.M.;
Software Engineering, IEEE Transactions on
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☐ 8. **A parallel architecture for FNT and modified Winograd algorithms to compute DFT**
Rao, T.S.; Gupta, S.;
TENCON '89. Fourth IEEE Region 10 International Conference
22-24 Nov. 1989 Page(s):569 - 572
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☐ 9. **Parallel VLSI-routing models for polymorphic processors array**
Mazumder, P.;
VLSI Design, 1997. Proceedings., Tenth International Conference on
4-7 Jan. 1997 Page(s):10 - 14
AbstractPlus | Full Text: PDF(572 KB) IEEE CNF

☐ 10. **Too many cooks don't spoil the broth: light simulation on massively parallel computers**
Kochevar, P.;
Frontiers of Massively Parallel Computation, 1990. Proceedings., 3rd Symposium on the
8-10 Oct. 1990 Page(s):100 - 109
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☐ 11. **Feasible regions quantify the probabilistic configuration power of arrays with multiple fault types**
LaForge, L.E.;
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Zbigniew M. Wójcik, Barbara E. Wójcik
April 1991 **Proceedings of the 19th annual conference on Computer Science**
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23 Variable-precision rendering
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Keywords: hierarchical rendering, levels of detail, variable-precision rendering, view-dependent rendering

24 Data parallel volume rendering as line drawing
Peter Schröder, Gordon Stoll
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Keywords: clipping, homogeneous coordinates, rasterization, scan conversion

26 PIPADS—a low cost real-time visualization tool
A. Spray, H. Schröder, K. T. Lie, E. Plesner, P. Bray
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Jacek Myczkowski, Guy Steele
August 1991 **Proceedings of the 1991 ACM/IEEE conference on Supercomputing**
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28 Problem space promotion and its evaluation as a technique for efficient parallel computation
Bradford L. Chamberlain, E. Christopher Lewis, Lawrence Snyder
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Full text available: pdf(1.06 MB) Additional Information: full citation, references, citings, index terms

29 High performance Fortran language specification
CORPORATE Rice University
December 1993 **ACM SIGPLAN Fortran Forum**, Volume 12 Issue 4
Full text available: pdf(5.69 MB) Additional Information: full citation, abstract, citings, index terms

(PART I)Fortran Forum is reprinting this High Performance Fortran Language Specification over several issues. The current issue is devoted to the first four chapters of the HPFF Language Specification. Remaining chapters of the HPFF Language Specification, and the HPFF Journal of Development, will be printed in installments in filture issues of Fortran Forum.

30 Technical reports
SIGACT News Staff
January 1980 **ACM SIGACT News**, Volume 12 Issue 1
Full text available: pdf(5.28 MB) Additional Information: full citation

31 Polynomial texture maps
Tom Malzbender, Dan Gelb, Hans Wolters
August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**
Full text available: pdf(4.37 MB) Additional Information: full citation, abstract, references, citings, index terms

In this paper we present a new form of texture mapping that produces increased photorealism. Coefficients of a biquadratic polynomial are stored per texel, and used to reconstruct the surface color under varying lighting conditions. Like bump mapping, this allows the perception of surface deformations. However, our method is image based, and photographs of a surface under varying lighting conditions can be used to construct these maps. Unlike bump maps, these Polynomial Texture Maps (PTMs) al ...

Keywords: graphics hardware, illumination, image processing, image-based rendering, reflectance & shading models, texture mapping

32 Survey of commercial parallel machines
Gowri Ramanathan, Joel Oren
June 1993 **ACM SIGARCH Computer Architecture News**, Volume 21 Issue 3
Full text available: pdf(1.64 MB) Additional Information: full citation, abstract, citings, index terms

We have presented in this paper the survey of the parallel machines that are marketed today. The survey includes the latest machines available from Kendell Square Research, Thinking Machines Corporation, MasPar Computer Corporation, NCUBE Corporation, Sequent Computer Systems and Parsytec. We have provided the topology, architecture, cache coherence, synchronization and performance in MFLOPs for each of the machines subject to the availability of information.

33 A data distributed, parallel algorithm for ray-traced volume rendering
Kwan Liu Ma, James S. Painter, Charles D. Hansen, Michael F. Krogh
November 1993 **Proceedings of the 1993 symposium on Parallel rendering**
Full text available: pdf(2.85 MB) Additional Information: full citation, references, citings, index terms

Keywords: massively parallel processing, network computing, scientific visualization, volume rendering

34 Automatic data layout for distributed-memory machines
Ken Kennedy, Ulrich Kremer
July 1998 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 20 Issue 4

Full text available: pdf(633.20 KB) Additional Information: full citation, abstract, references, citings, index terms, review

The goal of languages like Fortran D or High Performance Fortran (HPF) is to provide a simple yet efficient machine-independent parallel programming model. After the algorithm selection, the data layout choice is the key intellectual challenge in writing an efficient program in such languages. The performance of a data layout depends on the target compilation system, the target machine, the problem size, and the number of available processors. This makes the choice of a good layout extremel ...

Keywords: high performance Fortran

35 14.9 TFLOPS three-dimensional fluid simulation for fusion science with HPF on the Earth Simulator
Hitoshi Sakagami, Hitoshi Murai, Yoshiki Seo, Mitsuo Yokokawa
November 2002 **Proceedings of the 2002 ACM/IEEE conference on Supercomputing**

Full text available: pdf(522.96 KB) Additional Information: full citation, abstract, references, index terms

We succeeded in getting 14.9 TFLOPS performance when running a plasma simulation code IMPACT-3D parallelized with High Performance Fortran on 512 nodes of the Earth Simulator. The theoretical peak performance of the 512 nodes is 32 TFLOPS, which means 45% of the peak performance was obtained with HPF. IMPACT-3D is an implosion analysis code using TVD scheme, which performs three-dimensional compressible and inviscid Eulerian fluid computation with the explicit 5-point stencil scheme for spatial ...

36 A fault tolerant, bit-parallel, cellular array processor
Steven G. Morton
November 1986 **Proceedings of 1986 ACM Fall joint computer conference**

Full text available: pdf(2.28 MB) Additional Information: full citation, references, index terms

37 An extendable optically interconnected parallel computer
Alastair D. McAulay
November 1986 **Proceedings of 1986 ACM Fall joint computer conference**

Full text available: pdf(722.58 KB) Additional Information: full citation, references, index terms

38 Improved sorting algorithms for parallel computers
Arvin Park, K. Balasubramanian
February 1987 **Proceedings of the 15th annual conference on Computer Science**

Full text available: pdf(611.39 KB) Additional Information: full citation, abstract, references, citings, index terms

We make observations that improve processor utilization and decrease communication overhead for several parallel sorting algorithms. These lead to constant factor improvements on the best previous parallel sorting bounds for both mesh-connected and linearly connected parallel architectures [2,12] (Previous bounds were within a constant factor of optimal.). These improved bounds are achieved using fewer processors with greater processor utilization.

Keywords: SIMD, linearly connected parallel computer, mesh-connected parallel computer, multiprocessor, parallel sorting

39 On design of rotary array communication and wavefront-driven algorithms for solving large-scale band-limited matrix equations
K. Onaga, T. Takechi
June 1986 **ACM SIGARCH Computer Architecture News , Proceedings of the 13th annual international symposium on Computer architecture**, Volume 14 Issue 2

Full text available: pdf(689.85 KB) Additional Information: full citation, abstract, references, index terms

This paper proposes a design of matrix machines for solving large-scale band-limited matrix equations. The design provides a guide-line for specifying functionality of each processing element PE, array arrangements of PEs, communication structures and parallel algorithms. The basic feature of the design is (1) a rotary array arrangement of data-flow type PEs with the slant width 2B-1 and circumference Z, on which the diagonal strip of a band-limited matrix data is wound around, and (2) wave ...

40 Optimal communication algorithms for regular decompositions on the hypercube
G. C. Fox, W. Furmanski
January 1988 **Proceedings of the third conference on Hypercube concurrent computers and applications: Architecture, software, computer systems, and general issues - Volume 1**

Full text available: pdf(4.81 MB) Additional Information: full citation, abstract, references, citings, index terms

We discuss optimal communication and decomposition algorithms for a class of regular problems on concurrent computers with a hypercube topology, using a general technique we call the method of cube geodesics. We address the calculation of various transformations (convolutions, functionals etc.) of data distributed over the hypercube; examples are the Fast Fourier Transform, matrix algorithms, global scalar products and vector sums, sorting. These all involve long distance inter ...

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